

11 Nov 82

"Machin / Gambler"

3) may
To make it credible that you will
(3) take a gamble — even what appears
to the objective observer, or the adversary, as
a very reckless gamble, with ^{odds} losses of success
(esp. of what seems a significant reward)
and high odds of great loss, even (mutual)
suicide —

is a difficult problem, and generally
a much easier one,

than to make it credible that at any
given point, & under any circumstances,
the central decision-maker ⁽³⁾ will choose
what appears to him to be ⁽⁶⁾ certain loss,
certain suicide (even if mutual, even if
previously threatened), or great loss,
(irreversible, irrevocable, "end of play")

Hitler was, & appeared to be, a reckless
(+ "optimistic") gambler — & used this appearance.

John (Cole Gray) to work to "enlarge
the slim probability that a man can
be kept limited, or damage can be reduced
in large-scale war" ("of moral")
is to enhance credibility that

a) that all be carried out (in belief
it does not "end the play, shut off future
expenses for

or b) delegation will occur... (e.g. to COM system),
especially if accompanied by fear of
enemy promptness (in D-C case).

There is also a problem in convincing
opponents of your willingness to inflict
great damage on 1) civilians, or
2) the environment.

But this is solvable, by demonstration
(the public is likely to underestimate the capacity
of the leaders for this, less so, opponents).

(The leaders may think the more of a problem

- conveying other (foreign) of the Tongues,
than it is. (Perhaps they imagine that
foreigners see them as ~~a~~ ~~the~~ ~~the~~
their families, friends, public, or the
strangers do. — show their illusions.
(Close foreigners have less illusions about
strangers ...)